DC
NO. 87 JULY 30453
35¢
CHALLENGERS OF THE UNKNOWN
APPROVED BY THE COMICS CODE AUTHORITY
HURRY, CHALLENGERS! ENTER THE TIME-SPHERE! YESTERDAY'S THE ONLY PLACE YOU CAN SURVIVE.
ADAYIUK GIORDANO
IS THIS THE DEATH-CHEATER'S LAST CHALLENGE?
READ: "12 MILLION YEARS to TWILIGHT!"

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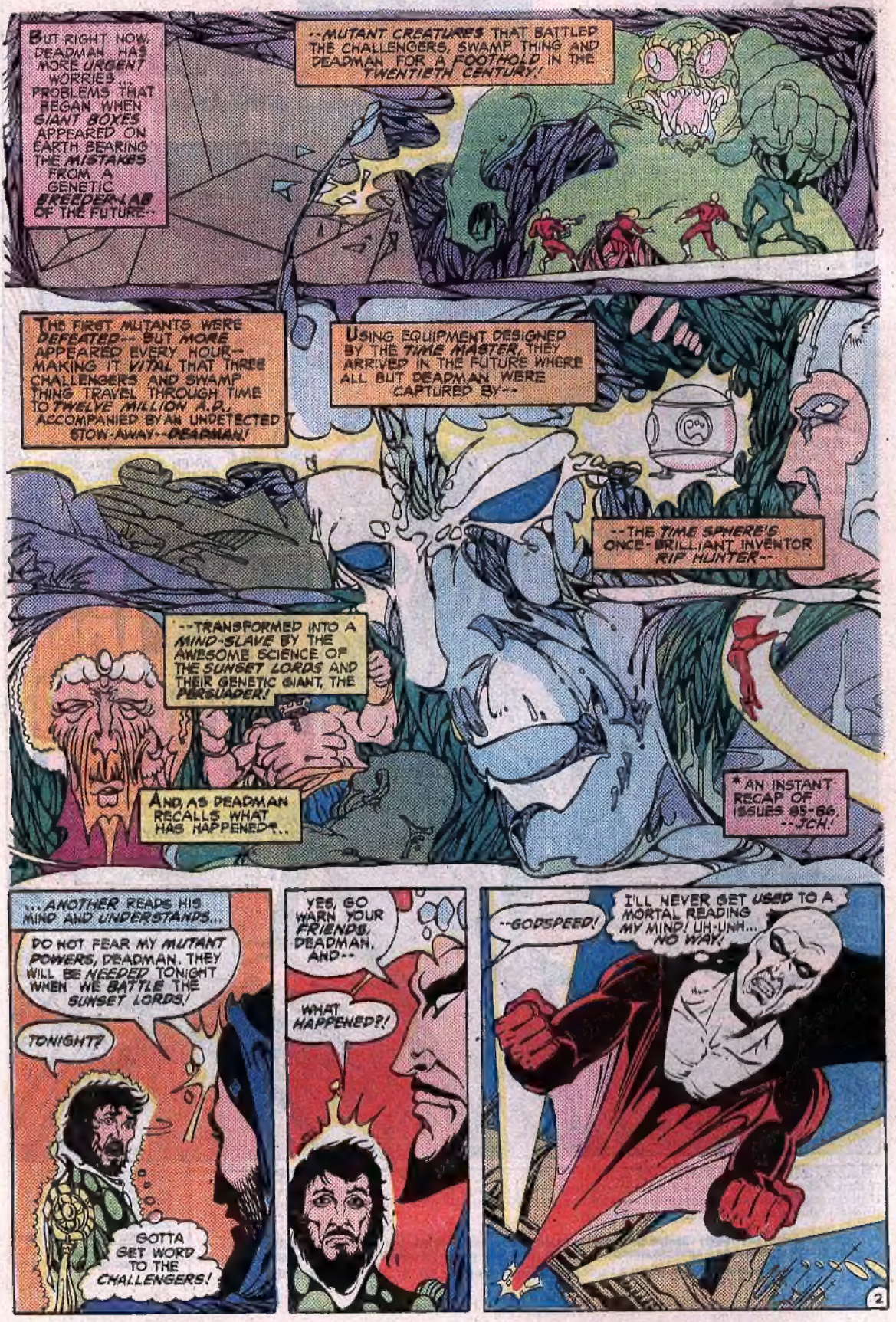
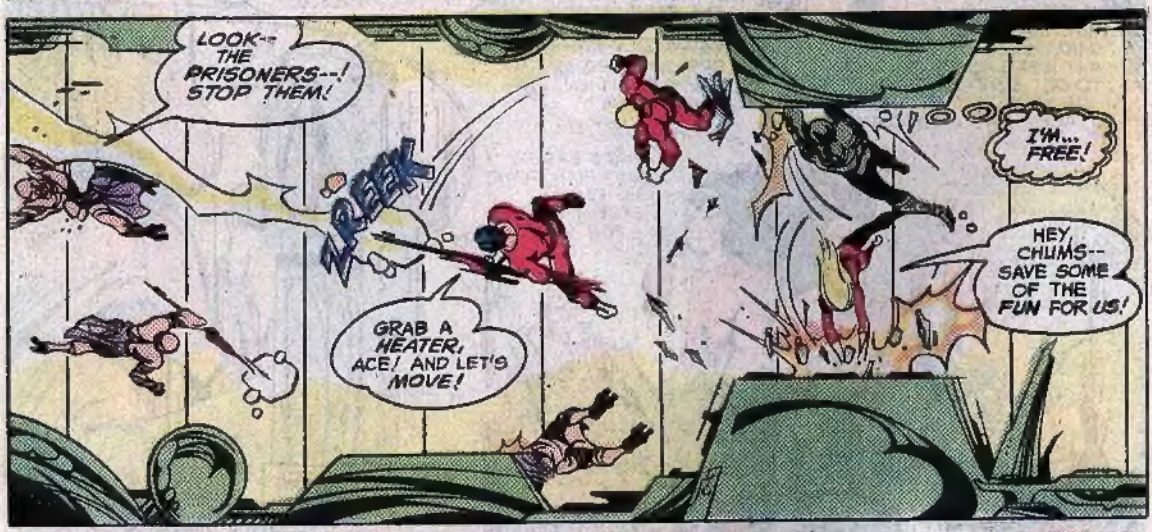

BUT RIGHT NOW, DEADMAN HAS MORE URGENT WORRIES ... PROBLEMS THAT BEGAN WHEN GIANT BOXES APPEARED ON EARTH BEARING THE MISTAKES FROM A GENETIC BREEDER-LAB OF THE FUTURE--
--MUTANT CREATURES THAT BATTLED THE CHALLENGERS, SWAMP THING AND DEADMAN FOR A FOOTHOLD IN THE TWENTIETH CENTURY!
THE FIRST MUTANTS WERE DEFEATED-- BUT MORE APPEARED EVERY HOUR-- MAKING IT VITAL THAT THREE CHALLENGERS AND SWAMP THING TRAVEL THROUGH TIME TO TWELVE MILLION A.D., ACCOMPANIED BY AN UNDETECTED STOW-AWAY--DEADMAN!
USING EQUIPMENT DESIGNED BY THE TIME MASTER, THEY ARRIVED IN THE FUTURE WHERE ALL BUT DEADMAN WERE CAPTURED BY--
--THE TIME SPHERE'S ONCE-BRILLIANT INVENTOR RIP HUNTER--
--TRANSFORMED INTO A MIND-SLAVE BY THE AWESOME SCIENCE OF THE SUNSET LORDS AND THEIR GENETIC GIANT, THE PERSUADER!
AND, AS DEADMAN RECALLS WHAT HAS HAPPENED*...
*AN INSTANT RECAP OF ISSUES 85-86. --JCH!
...ANOTHER READS HIS MIND AND UNDERSTANDS...
DO NOT FEAR MY MUTANT POWERS, DEADMAN. THEY WILL BE NEEDED TONIGHT WHEN WE BATTLE THE SUNSET LORDS!
TONIGHT?
GOTTA GET WORD TO THE CHALLENGERS!
YES, GO WARN YOUR FRIENDS, DEADMAN. AND--
WHAT HAPPENED?!
--GODSPEED!
I'LL NEVER GET USED TO A MORTAL READING MY MIND! UH-UNH... NO WAY!
2

MEANWHILE IN THE PALACE OF THE SUNSET LORDS, CHALLENGERS ACE MORGAN, JUNE ROBBINS, ROCKY DAYS AND THEIR COLLEAGUE, SWAMP THING, ARE ALL UNAWARE OF THEIR INVISIBLE ALLY! THEY BELIEVE THEY ARE ALONE--AND ARE PLANNING ACCORDINGLY...
CHAPTER 1
ASSAULT ON SUNSET
FOOLS--YOU'VE DARED TO INTERFERE WITH OUR MASTER PLAN! BUT ONCE YOUR MINDS HAVE BEEN RE-PROGRAMMED BY THE PERSUADER--
--YOU'LL BE LOYAL TO US FOREVER! TAKE THEM AWAY!
I DON'T LIKE WHAT THAT CREEP SAID! YOU GOT ANY IDEAS HOW TO GET OUT OF HERE, ACE?
SORRY, JUNE. CAN'T THINK OF A THING. DR. HOLLAND?*
FIRST...WE...BREAK... SHACKLES... THEN... WE... FIGHT!
THAT'S EASIER SAID THAN DONE, BIG FELLA... EXCEPT MAYBE FOR YOU!
*THE CHALLENGERS DISCOVERED THAT SWAMP THING WAS DR. ALEC HOLLAND IN ISH #84. --JCH
BUT MAYBE THERE'S A CHANCE IF--
ACE, GLOM THOSE ARCHES AHEAD OF US!
WHAT ABOUT THEM, ROCKY?
JUST MAYBE WE CAN MANGLE THESE MANACLES ON THEM... AND WITH LUCK--
GOOD IDEA--! YOU KNOW, YOU'RE GETTING SMART IN YOUR OLD AGE, PAL!
3



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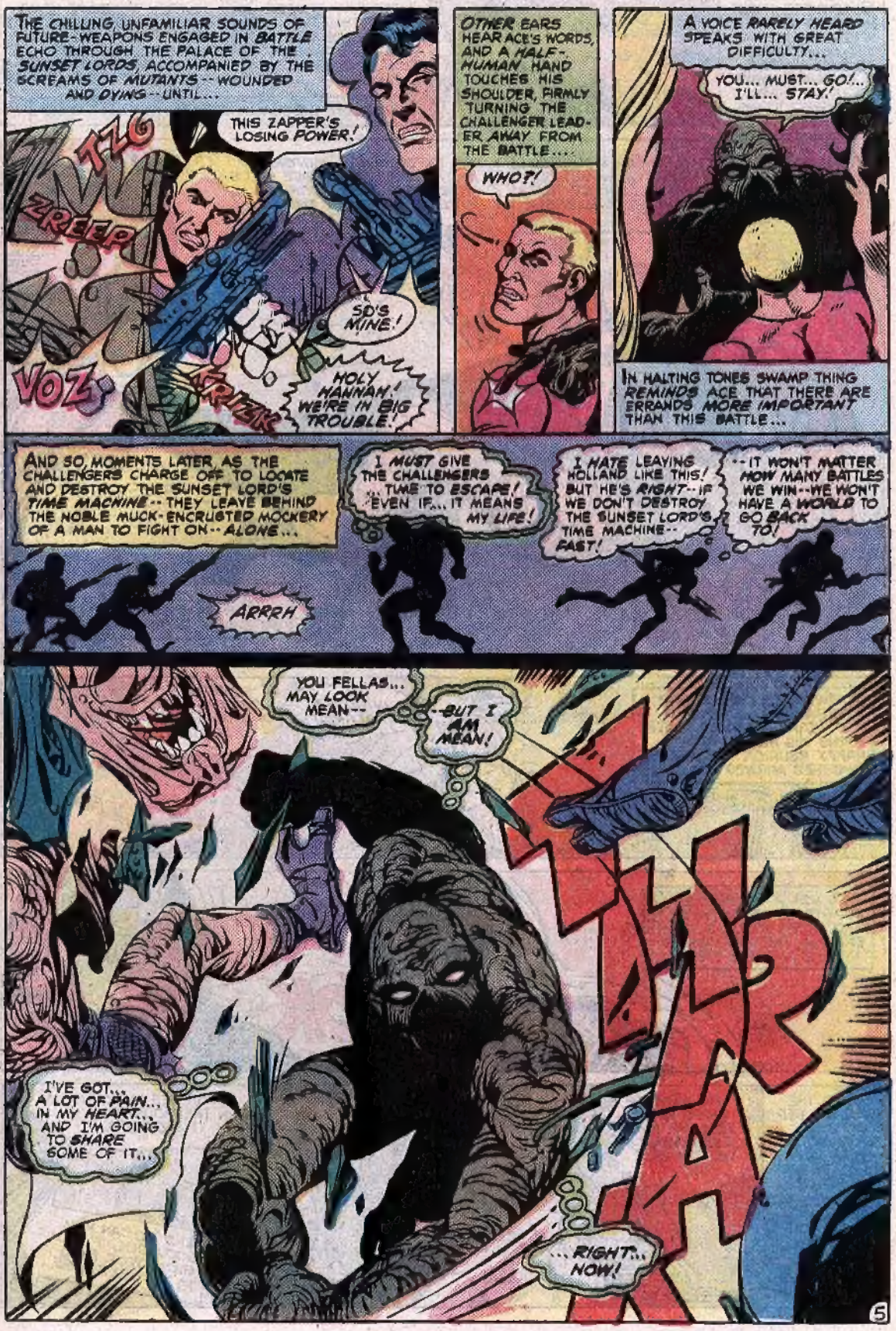
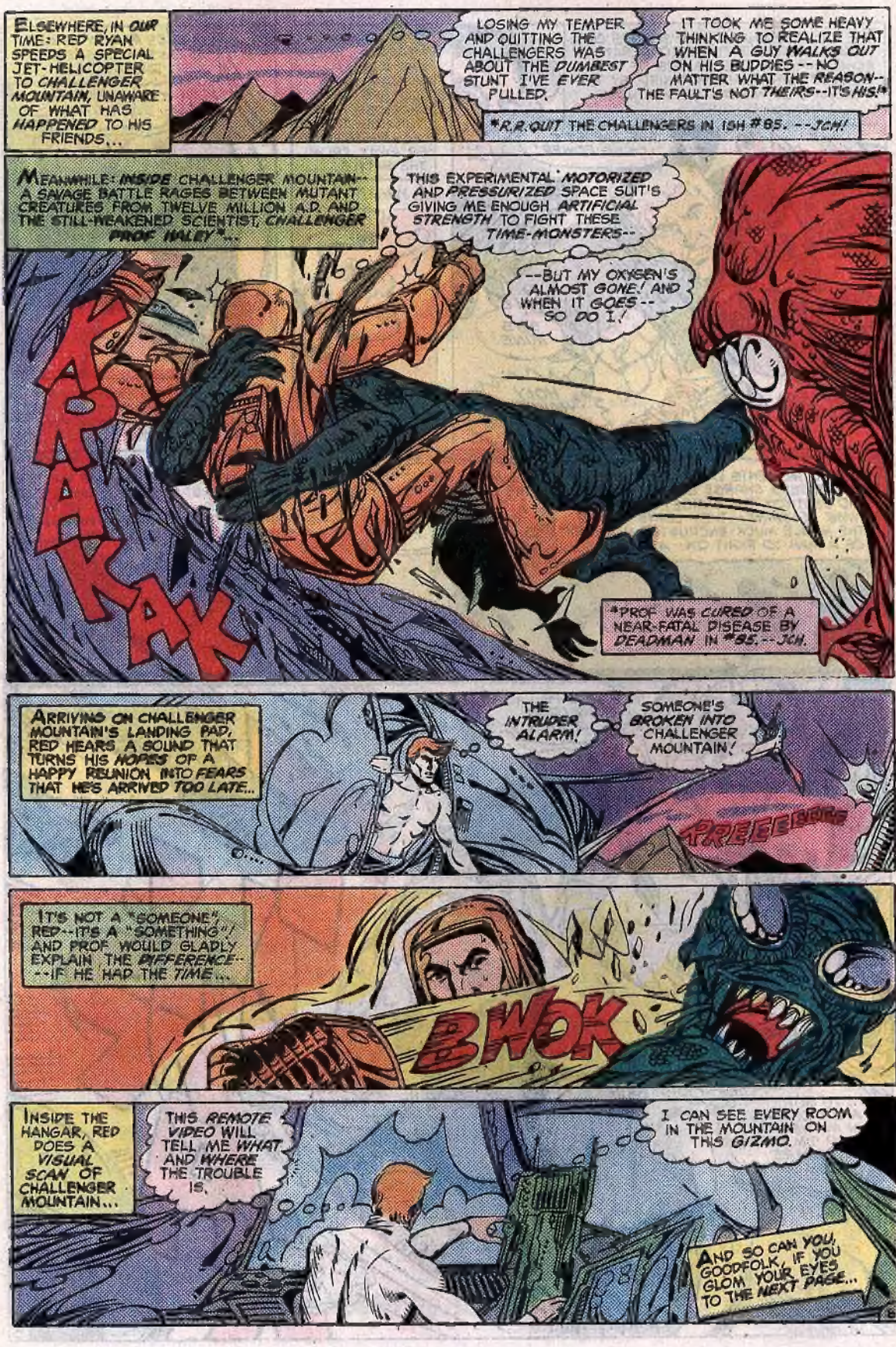
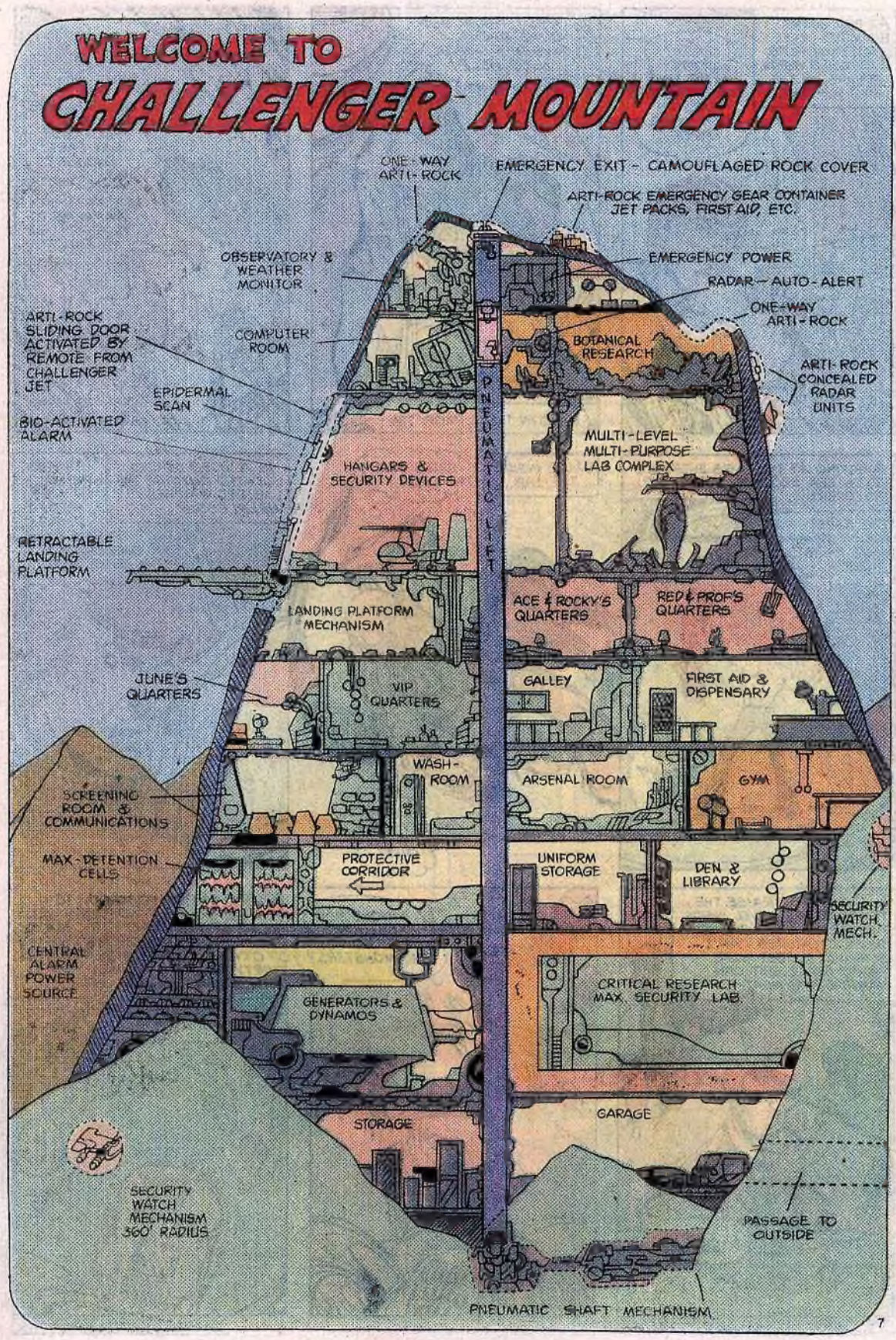
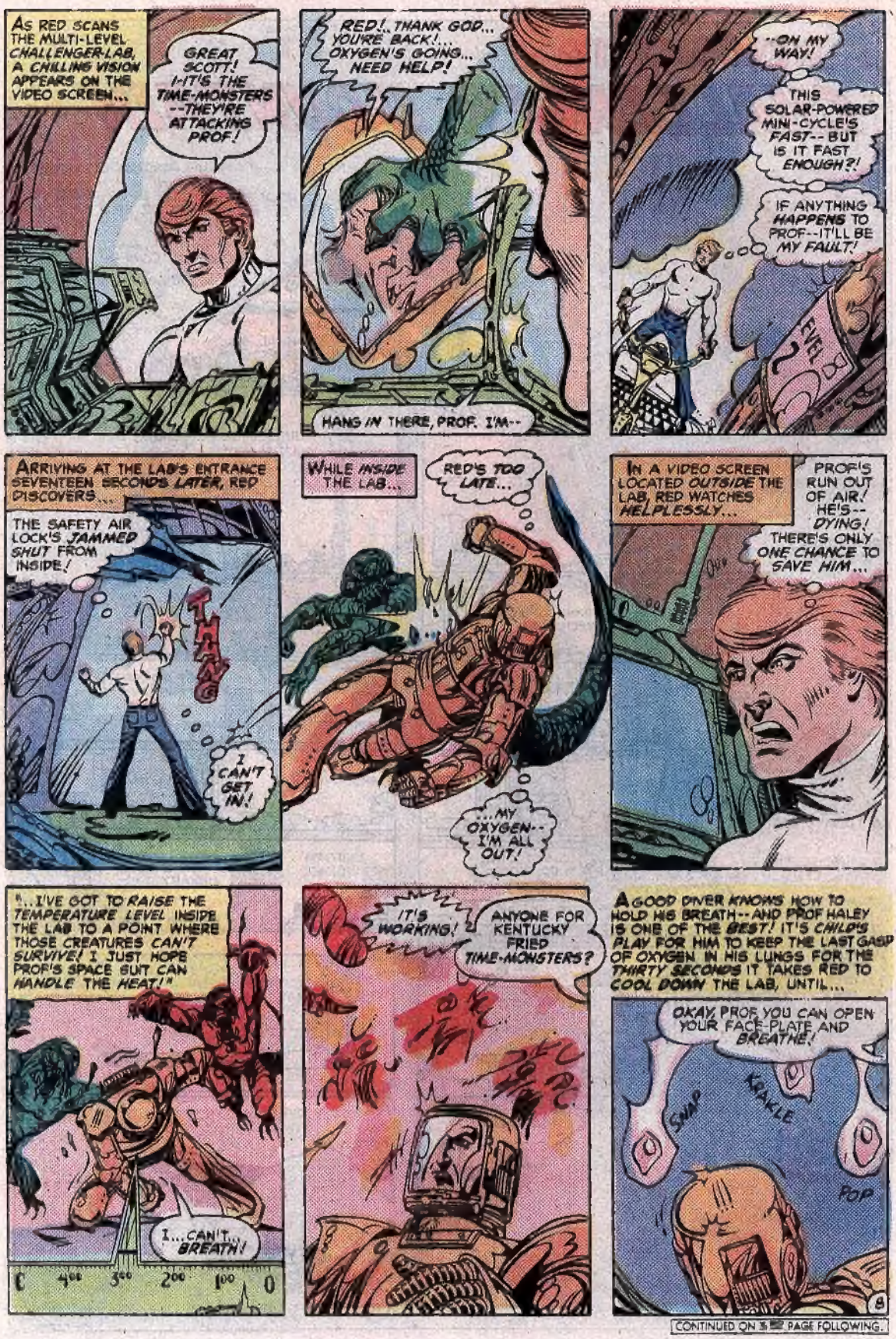

THE CHILLING UNFAMILIAR SOUNDS OF FUTURE-WEAPONS ENGAGED IN BATTLE ECHO THROUGH THE PALACE OF THE SUNSET LORDS, ACCOMPANIED BY THE SCREAMS OF MUTANTS -- WOUNDED AND DYING -- UNTIL...
THIS ZAPPER'S LOSING POWER!
TZG
ZREEP
SO'S MINE!
VOZ
KRIZZK
HOLY HANNAH! WE'RE IN BIG TROUBLE!
OTHER EARS HEAR ACE'S WORDS, AND A HALF-HUMAN HAND TOUCHES HIS SHOULDER, FIRMLY TURNING THE CHALLENGER LEADER AWAY FROM THE BATTLE....
WHO?
A VOICE RARELY HEARD SPEAKS WITH GREAT DIFFICULTY...
YOU... MUST... GO!... I'LL... STAY!
IN HALTING TONES SWAMP THING REMINDS ACE THAT THERE ARE ERRANDS MORE IMPORTANT THAN THIS BATTLE...
AND SO, MOMENTS LATER, AS THE CHALLENGERS CHARGE OFF TO LOCATE AND DESTROY THE SUNSET LORD'S TIME MACHINE -- THEY LEAVE BEHIND THE NOBLE MUCK-ENCRUSTED MOCKERY OF A MAN TO FIGHT ON -- ALONE...
I MUST GIVE THE CHALLENGERS ... TIME TO ESCAPE! ... EVEN IF... IT MEANS MY LIFE!
I HATE LEAVING HOLLAND LIKE THIS! BUT HE'S RIGHT -- IF WE DON'T DESTROY THE SUNSET LORD'S TIME MACHINE -- FAST!
-- IT WON'T MATTER HOW MANY BATTLES WE WIN -- WE WON'T HAVE A WORLD TO GO BACK TO!
ARRRH
YOU FELLAS... MAY LOOK MEAN --
-- BUT I AM MEAN!
I'VE GOT... A LOT OF PAIN... IN MY HEART... AND I'M GOING TO SHARE SOME OF IT...
HA
HA
... RIGHT... NOW!
5


ELSEWHERE, IN OUR TIME: RED RYAN SPEEDS A SPECIAL JET-HELICOPTER TO CHALLENGER MOUNTAIN, UNAWARE OF WHAT HAS HAPPENED TO HIS FRIENDS...
LOSING MY TEMPER AND QUITTING THE CHALLENGERS WAS ABOUT THE DUMBEST STUNT I'VE EVER PULLED.
IT TOOK ME SOME HEAVY THINKING TO REALIZE THAT WHEN A GUY WALKS OUT ON HIS BUDDIES -- NO MATTER WHAT THE REASON -- THE FAULT'S NOT THEIRS -- IT'S HIS!*
*R.R. QUIT THE CHALLENGERS IN ISH #85. --JCH!
MEANWHILE: INSIDE CHALLENGER MOUNTAIN -- A SAVAGE BATTLE RAGES BETWEEN MUTANT CREATURES FROM TWELVE MILLION A.D. AND THE STILL-WEAKENED SCIENTIST, CHALLENGER PROF VALEY*...
THIS EXPERIMENTAL MOTORIZED AND PRESSURIZED SPACE SUIT'S GIVING ME ENOUGH ARTIFICIAL STRENGTH TO FIGHT THESE TIME-MONSTERS --
--BUT MY OXYGEN'S ALMOST GONE! AND WHEN IT GOES -- SO DO I!
KRAK KAK
*PROF WAS CURED OF A NEAR-FATAL DISEASE BY DEADMAN IN #85. --JCH.
ARRIVING ON CHALLENGER MOUNTAIN'S LANDING PAD, RED HEARS A SOUND THAT TURNS HIS HOPES OF A HAPPY REUNION INTO FEARS THAT HE'S ARRIVED TOO LATE...
THE INTRUDER ALARM!
SOMEONE'S BROKEN INTO CHALLENGER MOUNTAIN!
PREEEEEEEP
IT'S NOT A "SOMEONE", RED -- IT'S A "SOMETHING"! AND PROF WOULD GLADLY EXPLAIN THE DIFFERENCE -- -- IF HE HAD THE TIME...
BWOK
INSIDE THE HANGAR, RED DOES A VISUAL SCAN OF CHALLENGER MOUNTAIN...
THIS REMOTE VIDEO WILL TELL ME WHAT AND WHERE THE TROUBLE IS.
I CAN SEE EVERY ROOM IN THE MOUNTAIN ON THIS GIZMO.
AND SO CAN YOU, GOODFOLK, IF YOU GLOM YOUR EYES TO THE NEXT PAGE...


WELCOME TO
CHALLENGER MOUNTAIN
ONE-WAY ARTI-ROCK
EMERGENCY EXIT – CAMOUFLAGED ROCK COVER
ARTI-ROCK EMERGENCY GEAR CONTAINER JET PACKS, FIRST AID, ETC.
OBSERVATORY & WEATHER MONITOR
EMERGENCY POWER
RADAR – AUTO-ALERT
ONE-WAY ARTI-ROCK
ARTI-ROCK SLIDING DOOR ACTIVATED BY REMOTE FROM CHALLENGER JET
COMPUTER ROOM
BOTANICAL RESEARCH
ARTI-ROCK CONCEALED RADAR UNITS
EPIDERMAL SCAN
BIO-ACTIVATED ALARM
PNEUMATIC LIFT
MULTI-LEVEL MULTI-PURPOSE LAB COMPLEX
HANGARS & SECURITY DEVICES
RETRACTABLE LANDING PLATFORM
LANDING PLATFORM MECHANISM
ACE & ROCKY'S QUARTERS
RED & PROF'S QUARTERS
JUNE'S QUARTERS
VIP QUARTERS
GALLEY
FIRST AID & DISPENSARY
WASH-ROOM
ARSENAL ROOM
GYM
SCREENING ROOM & COMMUNICATIONS
MAX-DETENTION CELLS
PROTECTIVE CORRIDOR
UNIFORM STORAGE
DEN & LIBRARY
SECURITY WATCH MECH.
CENTRAL ALARM POWER SOURCE
GENERATORS & DYNAMOS
CRITICAL RESEARCH MAX. SECURITY LAB.
STORAGE
GARAGE
SECURITY WATCH MECHANISM 360° RADIUS
PASSAGE TO OUTSIDE
PNEUMATIC SHAFT MECHANISM



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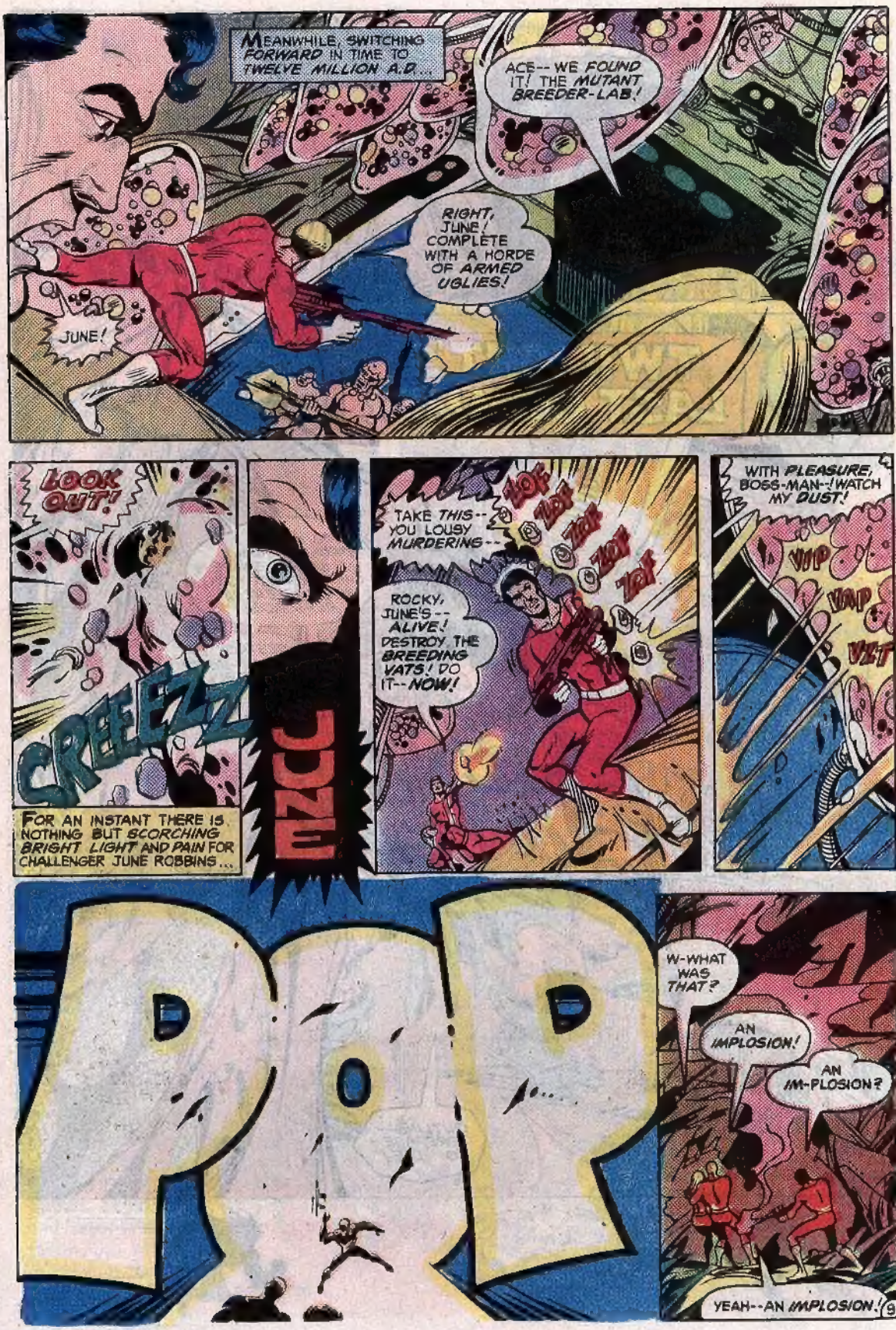
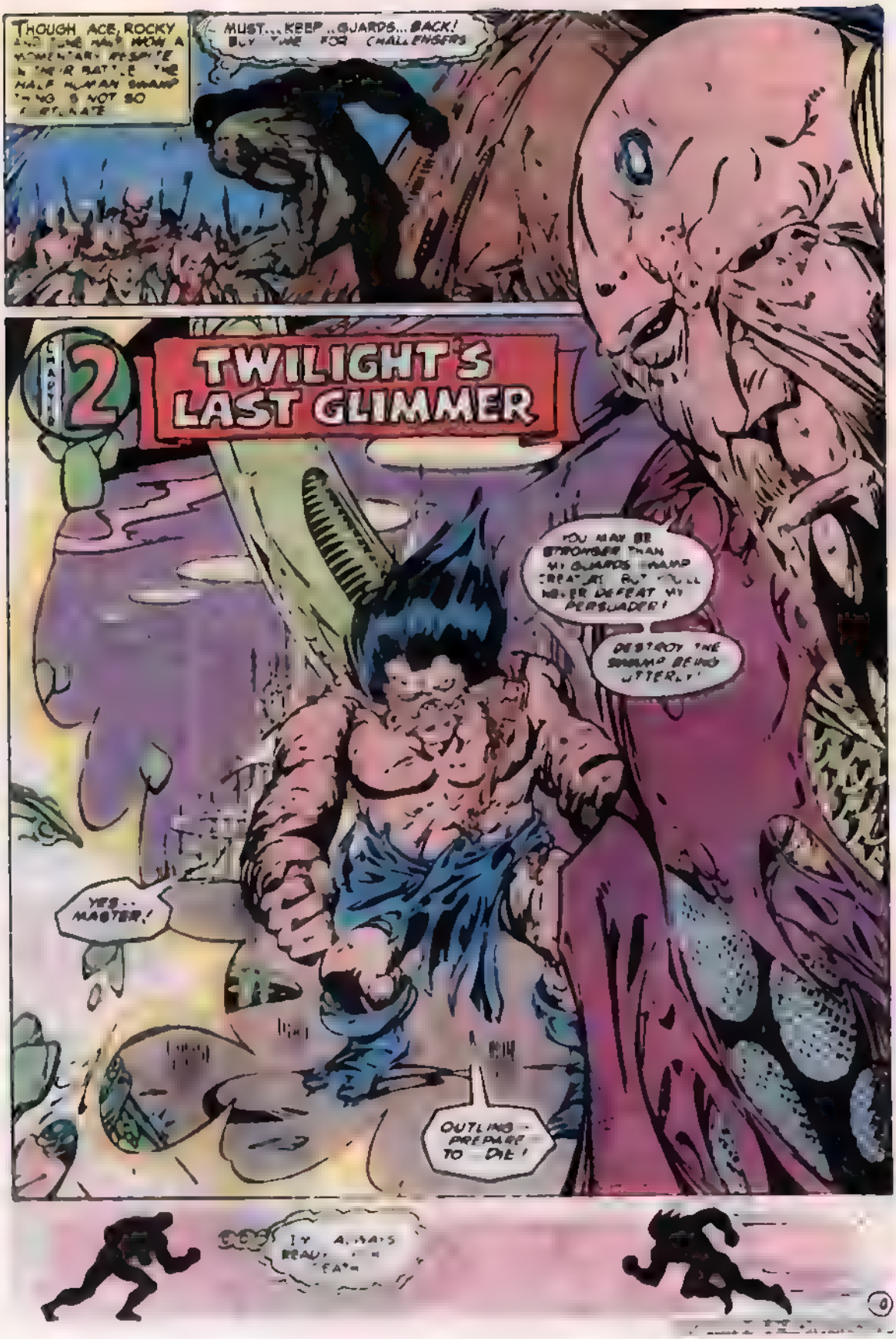

MEANWHILE, SWITCHING FORWARD IN TIME TO TWELVE MILLION A.D...
ACE--WE FOUND IT! THE MUTANT BREEDER-LAB!
RIGHT, JUNE! COMPLETE WITH A HORDE OF ARMED UGLIES!
JUNE!
LOOK OUT!
CREEZZ
FOR AN INSTANT THERE IS NOTHING BUT SCORCHING BRIGHT LIGHT AND PAIN FOR CHALLENGER JUNE ROBBINS...
DZZ
TAKE THIS--YOU LOUSY MURDERING--
HOT
ROCKY, JUNE'S--ALIVE! DESTROY THE BREEDING VATS! DO IT--NOW!
WITH PLEASURE, BOSS-MAN--! WATCH MY DUST!
VIP
VAP
VET
POP
W-WHAT WAS THAT?
AN IMPLOSION!
AN IM-PLOSION?
YEAH--AN IMPLOSION!


CHAPTER 2
TWILIGHT'S LAST GLIMMER
MUST... KEEP ..GUARDS... BACK! BUY TIME FOR CHALLENGERS
YOU MAY BE STRONGER THAN MY GUARDS SWAMP CREATURE, BUT YOU'LL NEVER DEFEAT MY PERSUADER!
DESTROY THE SWAMP BEING UTTERLY!
YES... MASTER!
OUTLING - PREPARE TO DIE!

KRABAM

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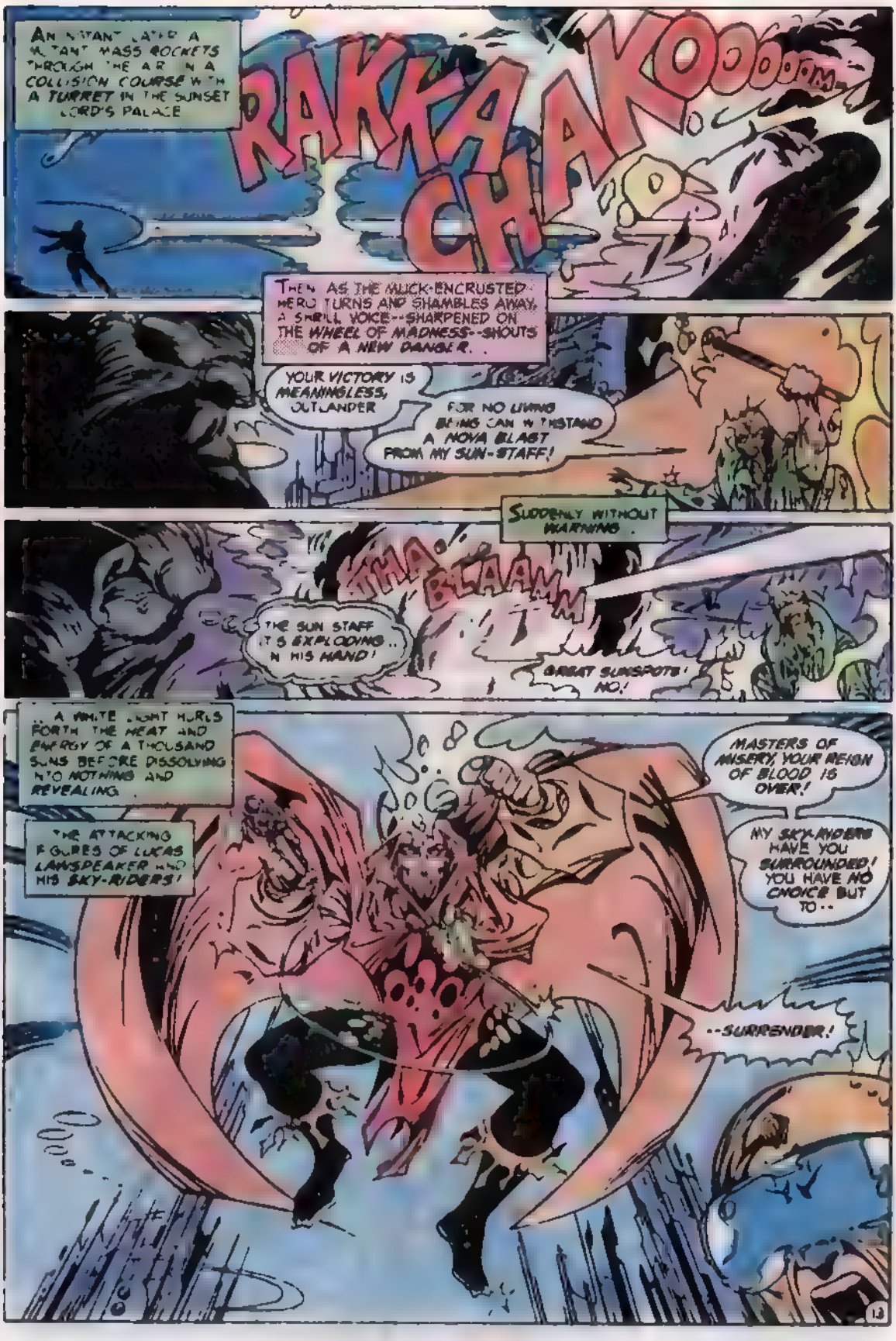
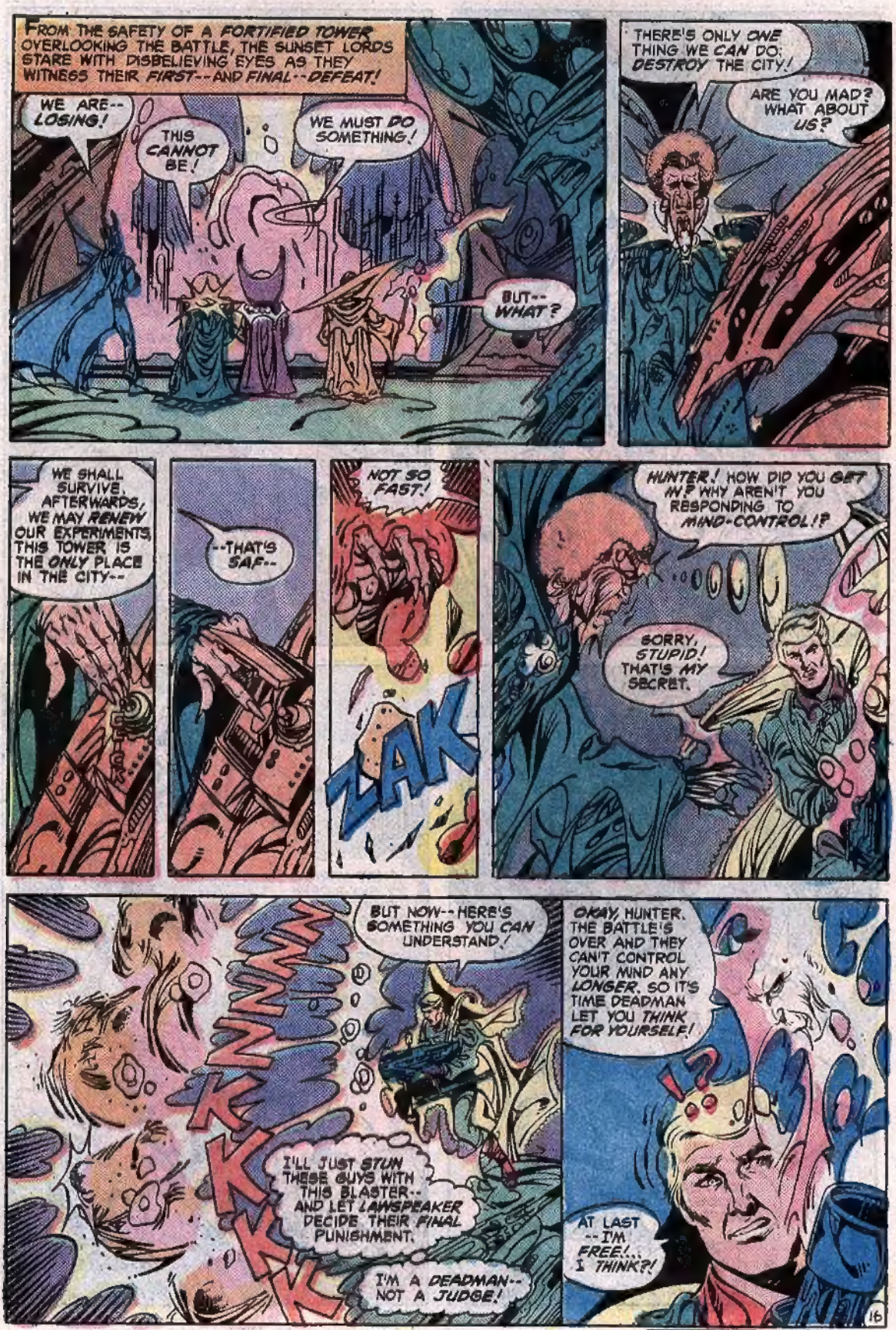

AN INSTANT LATER A MUTANT MASS ROCKETS THROUGH THE AIR IN A COLLISION COURSE WITH A TURRET IN THE SUNSET LORD'S PALACE
RAKKA-KA-KA-KA-KOOOOOM
CHAK
THEN AS THE MUCK-ENCRUSTED HERO TURNS AND SHAMBLES AWAY, A SHRILL VOICE--SHARPENED ON THE WHEEL OF MADNESS--SHOUTS OF A NEW DANGER.
YOUR VICTORY IS MEANINGLESS, OUTLANDER
FOR NO LIVING BEING CAN WITHSTAND A NOVA BLAST FROM MY SUN-STAFF!
SUDDENLY WITHOUT WARNING
THA-BLAAAM
THE SUN STAFF IT'S EXPLODING.. IN HIS HAND!
GREAT SUNSPOTS! NO!
.. A WHITE LIGHT HURLS FORTH THE HEAT AND ENERGY OF A THOUSAND SUNS BEFORE DISSOLVING INTO NOTHING AND REVEALING
THE ATTACKING FIGURES OF LUCAS LANSPEAKER AND HIS SKY-RIDERS!
MASTERS OF MISERY, YOUR REIGN OF BLOOD IS OVER!
MY SKY-RIDERS HAVE YOU SURROUNDED! YOU HAVE NO CHOICE BUT TO..
--SURRENDER!
13

AND, AS THE REBELS ATTACK WITH A RAGE THAT'S BEEN FORGED BY A MILLENNIUM OF OPPRESSION...
RONNKK
I DON'T KNOW WHO THESE STRANGERS ARE BUT THANK GOD THEY'RE ON MY SIDE!
MEANWHILE IN OUR TIME...
HURRY, RED! WE MUST TRY TO CONTACT THE JLA AGAIN!
BACK AT THE SITE WHERE MOMENTS AGO STOOD THE MUTANT BREEDER-LAB
THAT EXPLOSION'S FROM THE PALACE OF THE SUNSET LORDS! WE'VE GOT TO GET BACK TO DR. HOLLAND!
WHOOM
I'M JUST GLAD JUNE'S ALIVE... BUT HOW CAN I TELL HER HOW I FEEL ABOUT HER? CRIPES, I WISH SHE'D PLAY IT SAFE--AND NEVER FIGHT AGAIN!
GO AHEAD, CHALLENGERS!
THANK GOD THEY'RE RESPONDING!
AND SO, UNDER THE DIRECTION OF PROF. HALEY AND RED RYAN, THE JUSTICE LEAGUE OF AMERICA LAUNCH A WORLD WIDE ATTACK ON THE TIME MONSTERS FROM THEIR BATTLE HEADQUARTERS.
AN ATTACK THAT UTILIZES THE KNOWLEDGE GAINED BY BOTH CHALLENGERS AND ENDS WITH
VICTORY! WE'VE WON! WE'VE DESTROYED THE TIME MONSTERS
BUT WHAT ABOUT MY FRIENDS...
ZWAAK

BOOM!
WATCH OUT FOR SNIPERS, ROCKY! THEY'RE ALL OVER THE PLACE!
ZZZT-
MISSED



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SOON AFTER THE BATTLE'S END, THE VICTORS FROM TWO ERAS GATHER AT THE TIME SPHERE FOR A FINAL PARTING...
THANK YOU, MY FRIENDS--FOR EVERYTHING! THOUGH YOU LEAVE NOW FOR YOUR OWN TIME--YOU SHALL BE SORELY MISSED IN MINE!
YOU, TOO--DEADMAN!
OBOY--! HE'S USING TELEPATHY TO TALK TO ME! THE SOONER I'M OUT OF HERE--THE BETTER I'LL LIKE IT!
GOTTA STOWAWAY IN GREENIE FOR THE TRIP!
COME ON, ROCKY--WE'RE GOING HOME.
HOME, ACE? WHERE'S THAT?
FAREWELL, CHALLENGERS. AND, SAFE JOURNEY!
GOOD BYE, DEADMAN.
GOOD RIDDANCE, CHUM!
COME ON, GREENIE--LET'S MOVE THOSE BIG FEET FASTER!
THE TIME SPHERE STARTS TO VIBRATE AND INSTANTLY--IT IS GONE...
THRUMMMM
IT SADDENS ME TO SEE SUCH BRAVE ONES LEAVE US!
YES, LUCAS--THEIR LEAVING IS OUR TIME'S LOSS.
WE MUST MAKE SURE OUR CHILDREN ARE TOLD OF THEIR DEEDS. OUR CHILDREN WILL BE PROUD TO KNOW THEY LIVE IN A WORLD WHERE ONCE DWELLED THE CHALLENGERS!
PERHAPS, SUCH KNOWLEDGE CAN HELP US RETAIN THE PEACE AND FREEDOM WE FOUGHT SO HARD TO ACHIEVE.
AH, MICA--THERE IS SO MUCH WE MUST DO. WE HAVE A WORLD TO REBUILD!
PERHAPS THIS TIME MANKIND WILL BUILD IT RIGHT.
AND WHAT OF THE TIME-TRAVELERS WEDGED TOGETHER IN THE TINY SPHERE...?
MAYBE I WILL TELL JUNE HOW I FEEL...YEAH, WHY NOT? JUST AS SOON AS WE'RE ...HOME!
HOPE PROF'S ALL RIGHT.
I WONDER WHAT'S WRONG WITH ROCKY...?
BACK, BACK THROUGH THE AGES HURLS THE TIME SPHERE...
...RETURNING ITS SEVEN HUMAN PASSENGERS, THE SWAMP-CREATURE AND A GHOST, HOME--TO 1978!
AND UPON RETURNING, THE CHALLENGERS ARE ONCE AGAIN REUNITED! RIP HUNTER AND CREW, THE SWAMP THING AND DEADMAN BID FAREWELL TO THE DEATH-CHEATERS AND LEAVE--TO PURSUE THEIR INDIVIDUAL FATES--EACH GOING HIS SEPARATE WAY--INTO THE PAGES OF HISTORY...
END.

ADDRESS: UNKNOWN

L-956

EDITOR'S NOTE: As announced some issues ago, we didn't really get a likable response to this page's previous title, CHALLENGER MOUNTAIN MAIL ROOM. For that reason, we instigated a contest for one of you readers to come up with a better name. As you see by the top of the page, ADDRESS: UNKNOWN was the winner! And who sent in that winning title? And what is his mystery prize that we have promised to announce, but never have?

His name is ANDY PROCTOR and he resides at 11328 Jeffre St., Bel-Air, California 90049. His prize is a page of original CHALLENGERS OF THE UNKNOWN artwork graciously donated by artists Keith Giffin and John Celardo. Congratulations, Andy, and thanks to all of you who sent in suggestions.

Although we didn't promise any second prizes, we'd like to award one to PATRICK GILLILAN, Rt. #1, Box 100, Warner, Oklahoma 74469 for his "From Beyond the Unknown" suggestion. For those of you who don't know, FROM BEYOND THE UNKNOWN was the title of a science-fiction comic we published in the late 1960's that reprinted adventures from MYSTERY IN SPACE and STRANGE ADVENTURES. We appreciated the humor of the suggestion and hereby award Pat the DC subscription of his choice.

Now perhaps some of you are wondering why we chose "Address: Unknown" as the winner of our contest. In truth, the answer is a sad one. Usually the marking "Address: Unknown" is reserved for correspondence whose destination is unknown. By the time you read this, the address of the CHALLENGERS will indeed be "unknown," for this is the last issue of the CHALLENGERS OF THE UNKNOWN.

But don't despair. RED, ROCKY, ACE, PROF, JUNE, SWAMP THING and DEADMAN will still pop up occasionaly within the pages of other DC Comics. They are not dead, but they have lost their home. Hopefully, they shall not be vagrants for long. So, before we say good-by, let's hear what some of you had to say about these few issues of the new CHALLENGERS OF THE UNKNOWN:

Dear Editor,

A few comments on **CHALLENGERS OF THE UNKNOWN #84.** First, the cover: definitely the best one since the revival of the **Challengers.** I've always dug Rich Buckler cover anyway. Good coloring.

Second, the interior art. Keith Giffen improves with his second issue on our heroes and depicts **Swamp Thing** quite well. The scenes in Philadelphia were excellent and gave a very photographic effect.

Third, Gerry's fast-paced story. Left biting my nails for two months wondering about the fate of Prof, I found it a bit anti-climatic (but nonetheless a relief) that **Deadman** cured Prof so easily. This problem had to have been solved and quickly, for to drag it out through another issue would have been a bad mistake. The **Challengers** should be at top fighting force as all times. Page seven's confrontation between Ace and Clayburne was just what I needed to make my day. Hopefully, Clayburne will not return to these pages. His character always created unnecessary problems.

Overall, Mr. Conway came through with another winning script. The inclusion of Duncan Pramble (albeit brief) was another plot-twister that for once did not lead to another clash with a villain, to recently seen. Mr. Conway realized this and brought things to a neat end.

Fourth, the **Swamp Thing** a regular face in this mag? A good idea, if not mishandled. Overexposure of Doc Holland would definitely be unwise. After all, it IS the Challengers' mag. In a supporting role and only when necessary, the **Swamp Thing** could be a big asset to the comic.

Fifth, I would just like to say that, as a long time fan of the Death Cheaters, I am very pleased by the overall treatment of the team.

Sixth, keep up the good work and see what can be done to make the **Challengers** a monthly mag.

Rip Hunter next issue? I can't wait . . .

Jon Hall
110 Virginia Ave.
Campbell, CA 95008

Dear Editor,

With the inclusion of **Deadman** and the conclusion of the Perdition sequence, **CHALLENGERS OF THE UNKNOWN #84** finally made me a regular buyer of this magazine. In fifteen years of comic reading, I don't remember ever buying an issue previous to 82, wherein the **Challengers** first visit Perdition.

Why? The few times I glanced through an issue during their first run I disliked whoever the artist then was, but I think the main reason was the whole "borrowed time" concept, which I just can't swallow. These characters have been appearing in comics for almost twenty years, and you still expect us to believe they're living on borrowed time? I can accept that they lead extremely dangerous lives, and as a result live minute to minute, but the phrase "borrowed time" has a fatalistic air about it that just doesn't agree with the picture of the **Challengers** presented in these three issues, for example, struggling desperately for Prof's life. From the emphasis you place on the idea that they are living on borrowed time, you might expect them to simply shrug and say, "Oh well, Prof's time finally ran out. Do you think we can hire Doc Magnus as a replacement?"

Although I applaud the increased continuity, I think you'd do best to keep the **Challenger's** guest-stars limited to non-powered types, though I don't mean to imply they should never meet any super-heroes. Perhaps **Batman** could enlist their help in his fight against **Kobra.** But I am eagerly looking forward to the return of my old friend **Rip Hunter.** The idea of having the **Challengers** run to see them meet the **Blackhawks** and the **Sea Devils** (remember them?), or maybe even finish off that dangling plotline from the **Secret Six.** Admitedly, the last is a little out of the **Challengers** line. But what I'd really like to see is the **Challengers** tackle **Eclipso!**

Keep up the good work, all of you. You've got one convert here.

Mike Blake
89 South Bend St.
Pawtucket, RI 02860

EXTRA DAILY PLANET EXTRA

VOLUME 76 ISSUE 12 | WEEK OF MARCH 20, 1978 | BOB ROZAKIS: EDITOR | ANTHONY TOLLIN: PRODUCTION

SUPERMAN MARRIES LOIS LANE!

WEDDING OF THE CENTURY TAKES PLACE

(DC COMICS, NEW YORK)—It's not a hoax! It's not a dream! It's not an imaginary story! It's the Special 40th Anniversary Issue of *ACTION COMICS* featuring the marriage of the century!

We've cleared five pages of ads from this landmark issue to give you an extra-length 22-page story *DC* fans have been clamoring for since the Man of Steel met Lois Lane in *ACTION COMICS #1*—and this time they tie the knot for good!

But what sinister super-villain's scheme threatens to destroy their happiness almost before it's begun? And wait 'til you see the incredible change that comes over Clark Kent!

Don't miss this collector's issue edited by Julius Schwartz, written by Cary Bates, pencilled by Curt Swan and inked by Joe Giella when "Superman Takes A Wife" in *ACTION COMICS #484*, on sale the week of March 27th!

DIRECT CURRENTS

ON SALE WEEK OF MARCH 27th

STAR HUNTERS #5—Donovan Flint and company face "A Death of Tiny Voices" in this David Michelinie/Rich Buckler/Bob Layton tale.

STEEL #3—A tense battle for the indestructible Man in "Enter: Sledgehammer" by Gerry Conway, Don Heck, and Joe Giella. Plus: "Night Without Heroes" by Conway and Juan Ortiz.

UNKNOWN SOLDIER #216—Back to Washington for "Taps At Arlington" by Bob Haney, Dick Ayers and Romeo Tanghal. Plus: "Silk Umbrella of Death" by Robert Kanigher, Alex Saviuk, Duffy Vohland and Frank Giacoia.

WARLORD #13—Travis Morgan meets "The Hunter" and Skartaris will never be the same in this Mike Grell extravaganza.

WITCHING HOUR #81—A trio of thrillers by George Kashdan: "Two Faces of Evil" (art by Tony Henson); "Blind Frenzy" (art by Pat Broderick); and "The Haunted Planet" (art by Jerry Grandenetti).

WONDER WOMAN #244—The Amazing Amazon leaps into action to prevent "The Terrorist Dooms" by Jack C. Harris, Jose Delbo and Vince Colletta.

AND ON SALE RIGHT NOW:

CHALLENGERS OF THE UNKNOWN #87 / GHOSTS #65 / GREEN LANTERN #105/SECRET SOCIETY OF SUPER-VILLAINS #15/SGT. ROCK #317/SUPERBOY & THE LEGION #240/SUPER FRIENDS #12 /WORLD'S FINEST #251

FIVE SHOCKERS IN HAUNTED HOUSE SPECIAL

(DC COMICS, NEW YORK)—This month's 48-page *SECRETS OF HAUNTED HOUSE SPECIAL* is a spooktacular collection of thrilling shockers that will make your toes curl!

It features everything from ghosts to vampires to demons to a killer with unusual tastes—not to mention a tribe of fanatic cavemen!

Jim Starlin's dynamic cover makes this 48-page/60¢ once-in-a-lifetime treat a newsstand standout when *THE SECRETS OF HAUNTED HOUSE SPECIAL* goes on sale the week of March 27th!

ASK THE ANSWER MAN!

Q: Can I send in designs for new costume for your heroes?—Jerry Gaudet. *A:* Every so often, one of our editors runs a "New Look" page in our magazines. Watch for word of one and then start designing!

Q: Everyone knows that *Batman* premiered in *DETECTIVE COMICS #27*, but what features were headlined before the Caped Crusader?—Tom Morey.

A: Early issues of *'TEC* starred *Speed Saunders, Cosmo—Phantom of Disguise, Dr. Fu-Manchu,* the *Crimson Avenger,* and a pair of strips by *Superman*-creators Jerry Siegel and Joe Shuster: *Slam Bradley* and *Spy!*

Q: When did *ADVENTURE COMICS #247* (the first appearance of the Legion) go on sale?—Larry Haines. *A:* The issue is cover-dated April, 1958 and hit the stands the last week in February, 1958.

Q: Why were *Tattooed Man* and *Dr. Polaris* wearing their original costumes in *DC SUPER-STARS #10*?—Tim Clark. *A:* The answer is promised for a forth-coming issue of *SECRET SOCIETY OF SUPER-VILLAINS!*

Q: Will *Batman* ever meet his Golden Age counterpart?—Charles David Haskell. *A:* The original *Batman* has hung up his cape and cowl forever but everything's possible in comics!